

CLAIM LISTING

1-50. (Cancelled)

51. (Currently Amended) A method for horizontally scrolling a ~~display~~ window, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a window descriptor having a numerical value for indicating how many pixels are to be blanked out at an edge of the ~~display~~ window;

receiving an address of a start of the ~~display~~ window;

receiving a plurality of pixels defining the entire window comprising the graphics; ~~graphics data associated with the received address, the plurality of graphics data being from a memory;~~

blanking out how many pixels are indicated by the numerical value from the plurality of pixels defining the entire window comprising the graphics ~~of the plurality of graphics data, while continuing storing said how many pixels in memory;~~

continuing storing the plurality of pixels

defining the entire window comprising the graphics; and  
displaying the window and graphics ~~plurality of  
graphics data~~ such that the blanked out pixels of the  
window and graphics ~~plurality of graphics data~~ are not  
displayed and a first non-blanked pixel of the ~~plurality of  
graphics data~~ window and graphics is displayed.

52. (Currently Amended) The method of horizontally  
scrolling the ~~display~~ window of claim 51, wherein each pixel  
is comprised of a first number of one or more bits, wherein  
the ~~plurality of graphics data associated with the address~~  
comprises a second number of one or more bits, and wherein  
the first number is not greater than the second number.

53. (Currently Amended) The method of horizontally  
scrolling the display window of claim 52 ~~51~~, wherein the  
first number of bits is selected from the group consisting  
of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32  
bits.

54. (Previously Presented) The method of horizontally  
scrolling the display window of claim 53, wherein the  
second number of bits is a multiple of 32 bits.

55. (Currently Amended) A method for horizontally scrolling a ~~display~~ window to the left by one or more pixels, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a first numerical value indicating how many pixels are to be blanked out;

receiving a first address of a start of the ~~display~~ window;

receiving a first portion of the graphics, wherein the first portion of the graphics is a first plurality of graphics data associated with the received first address, ~~the first plurality of graphics data being~~ from ~~a~~ the memory;

blanking out how many pixels are indicated by the first numeric value of the ~~first plurality of~~ first portion of graphics data, while continuing storing said how many ~~pixels in memory;~~

displaying the ~~first plurality of~~ first portion of graphics data such that the blanked out pixels of the ~~first plurality of graphics data~~ pixels are not displayed and a first non-blanked pixel of the ~~first~~ plurality of

pixels ~~graphics data~~ is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the ~~display~~ window, the second address pointing to the right of the first start address by one or more graphic memory words;

receiving a second portion of the graphics, wherein the second portion is plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking out how many pixels are indicated by the second numerical value of the second portion of graphics ~~plurality of graphics data~~; and

displaying the second ~~plurality of graphics data~~ portion of the graphics such that the blanked out pixels of the ~~second plurality of graphics data~~ plurality of pixels are not displayed and a first non-blanked pixel of the ~~second plurality of graphics data~~ plurality of pixels is displayed; and

wherein the plurality of pixels defining the entire window comprising the graphics are stored in the memory while blanking out how many pixels are indicated in the first numerical value and how many pixels are indicated

in the second numerical value.

56. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are included in a window descriptor.

57. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

58. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

59. (Currently Amended) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

receiving a first numerical value for indicating how many pixels are to be blanked out;

receiving a first address of a start of the display window;

receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory;

displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non-blanked pixel of the first plurality of graphics data is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data

such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non-blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value; and

storing a plurality of pixels defining the entire display window and the graphics in a memory while blanking the first numerical value and the second numerical value.

60. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are included in a window descriptor.

61. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

62. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value is

included in a first window descriptor and the second numerical value is included in a second window descriptor.

63-70. (Cancelled)

71. (Previously Presented) The method of claim 51, wherein said edge of the window is a horizontal edge.

72. (Previously Presented) The method of claim 55 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

73. (Previously Presented) The method of claim 59 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

74. (Currently Amended) A method for horizontally scrolling a display window, the method comprising:  
receiving a window descriptor having a numerical value;  
receiving an address of a start of the display window;



receiving a plurality of graphics data associated with the received address, the plurality of graphics data being from a memory;

blanking out a number of pixels of the plurality of graphics data, said number being equal to the numerical value, while continuing storing said number of pixels in memory; and

displaying the plurality of graphics data such that the blanked out pixels of the plurality of graphics data are not displayed and a first non-blanked pixel of the plurality of graphics data is displayed; and

storing a plurality of pixels defining the entire display window and graphics in memory while blanking out the number of pixels.